



Grand Slam

BRIDGE™

II



IBM®



ELECTRONIC ARTS®

Please!
Pay to Play
Or Everyone Gets Slammed

Developers of computer simulations use the money they make from the sale of their products to stay in business. If potential customers steal their goods and services, prices must be raised to compensate for the losses. Soon legitimate customers can't afford to pay the higher prices, and everyone loses.

Grand Slam Bridge II was produced for your enjoyment through the combined efforts of a dedicated team at Electronic Arts. We — designers, artists, programmers, and other committed professionals — depend on you to pay a fair price for our software so we can afford to create and develop new and better games. We encourage you to play and enjoy *Grand Slam Bridge II* with your friends, but please don't make illegal copies of the program for them.

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SECTION 1: GRAND SLAM BRIDGE II

About Grand Slam Bridge II

The history of bridge goes back to the late 19th century, when the British in India began converting the popular parlor game called *Whist* into the dynamic, competitive game we know today. In the 1990s bridge aficionados flock to huge conferences to discuss the finer points of bidding, ruffing, and finessing. Numerous magazines dedicate their pages to the game's complexities and strategies. After more than a century, bridge is still the most popular card game in the world.

The original *Grand Slam Bridge* was released in 1986 and was the most popular bridge computer game on the market for 5 years running. The *Washington Post* called it the “crème de la crème” of computer bridge products, and to date it has sold over 100,000 copies. For its time, it was the state of the art.

You're about to open the next chapter in the history of bridge. *Grand Slam Bridge II* is today's state of the art, with completely redesigned 256 color VGA graphics, an even friendlier interface, advanced dealing features, more bidding options, and over one billion randomly generated hands for you to play. *Grand Slam Bridge II* was created in the grand tradition, with all the complexities, all the strategies, and all the fun built in. All you have to do is pull up a chair, take up your hand, and bid.

What's New?

If you're upgrading from the original *Grand Slam Bridge*, the following list explains some of the features we've added.

256 Colors! *Grand Slam Bridge II* features vivid 256 color VGA graphics, for a more realistic bridge experience.



Mouse Support! Bidding and playing have never been simpler. *Grand Slam Bridge II* features an easy to use point-and-click interface for mouse users.

Player Statistics! The STATISTICS option in the Play menu keeps tabs on each player, including the number of games you've won, and the percentage of contracts you've made.

Advanced Dealing! Advanced dealing options let you customize dealing, and even create your own hands.

More Bidding Conventions! *Grand Slam Bridge II* offers dozens of options for customizing your bidding. Adjust bidder aggressiveness, and choose your favorite bidding conventions.

Sound Card Support! Listen to music and sound effects while you play.

Saving Hands and Games! Save hands and games, then play them again later.

Getting Started

NOTE *Grand Slam Bridge II* comes on two 5.25-inch disks, or one 3.5-inch disk. YOU MUST HAVE A HARD DRIVE TO PLAY!

Experienced computer users: To install the game to your hard disk, run the SETUP program on Disk 1. Follow the screen prompts, and then skip to *Playing Grand Slam Bridge II*, page 4.

Less experienced users: Read the instructions in the next three sections for a step-by-step guide through the installation process.





Installing the Game

To install *Grand Slam Bridge II* on your hard drive, follow these instructions:

1. Boot your computer with DOS (Version 3.0 or higher).
2. **5.25-inch users**, place Disk 1 into a disk drive. **3.5-inch users**, place the *Grand Slam Bridge II* disk into a disk drive.
3. Type the name of the drive (for example: **a:**) and press [ENTER].
4. Type **setup**. The installation screen appears.
5. If you don't want to change the current graphics and sound settings, go to step 7. To change the settings, use the [Arrow] keys to highlight VIDEO DISPLAY or SOUND OPTION, and press [ENTER] to select it. A menu appears.
6. Use the [Arrow] keys to highlight the desired graphics or sound option, and press [ENTER] to select it.
7. Use the [Arrow] keys to highlight INSTALL GAME TO HARD DISK, and press [ENTER] to select it. Follow the prompts to complete the installation. The game is installed from your **a:** or **b:** floppy drive into a subdirectory called BRIDGE2 on your hard drive.

NOTE If you change your machine's configuration (video or sound card, etc.), be sure to reinstall *Grand Slam Bridge II* and select the proper configuration.

Loading the Game

1. From the root directory (c:\), type **cd bridge2**, and press [ENTER].
2. Type **bridge**, and press [ENTER]. The title screen appears; watch the opening sequence, or press [ENTER] (or click the mouse) to bypass it. Your hand is dealt and bidding begins.



NOTE If your machine has less than 535K of free RAM, *Grand Slam Bridge II* will not load! If your machine has less than 545K of free RAM, *Grand Slam Bridge II* will load using Standard Notation (non-graphical) display. Mouse control during play is only available in Graphic display. For more information about Graphic display or Standard Notation, see *Belly Up to the Menu Bar*, page 17. In standard display, play commands must be made with the keyboard.

Playing Grand Slam Bridge II

If you are not an experienced bridge player, you may not be familiar with some of the instructions and terms in this section. Beginning players should see the *Glossary* on page 38, *Section 2: Introduction to Contract Bridge* on page 43, and the set of sample hands and commentary from noted bridge player Mike Lawrence included on your disks.

NOTE *Grand Slam Bridge II* always starts in Practice mode, unless you have changed its settings and saved them using the SAVE PREFERENCES command in the Options menu. For information on changing modes of play, see *Modes of Play*, page 10. For information on saving preferences, see *Belly Up to the Menu Bar*, page 17.

Bridge is divided into two major parts:

Bidding Players bid to determine the contract of the game.

Playing The *offending* team attempts to fulfill the contract. The *defending* team attempts to keep the contract from being fulfilled.





The following sections describe bidding and playing in *Grand Slam Bridge II*. For specific information on how to bid and play a bridge hand, see *Section 2: Introduction to Contract Bridge*, page 43.

If a bid or play is unacceptable a message appears telling you that your choice is not legal. If you select a card from the wrong player, a message appears saying that your card is incomplete.

Stage 1 — Bidding

Bid sheet

DEALER: South
VUL: Neither

West	North	East	South
Pass	2 C	Pass	1 NT

Enter bid for SOUTH: 2 NOTRUMP

Hand display (South):
A 6 5 (spades) A K J 10 (hearts) 10 7 (diamonds) A 10 6 2 (clubs)

Bidding menu:
1 (spades) 2 (hearts) 3 (diamonds) 4 (clubs) 5 (N) 6 (P) 7 (D) R Accept Cursor

Your hand

After the cards are dealt, the bidding commences, proceeding clockwise around the table. Review your hand, then:

NOTE Keyboard users can follow *Using the Mouse* instructions: use the [Arrow] keys to move the cursor, and press [ENTER] to “click.” The cursor will usually be present on the screen regardless of whether you use the mouse or the keyboard.



Using the Mouse

1. Click on the number of your bid (or **P** to PASS, **D** to DOUBLE or **R** to REDOUBLE. If you choose any of these options, skip to step 3).
2. Click on the suit you want to bid or **N** for NOTRUMP.
3. Click on ACCEPT to complete the bid. Your bid appears on the bid sheet.

EXAMPLE: If you want to bid 3 HEARTS, click on **3**, then on **♥**.
Click on ACCEPT to complete the bid.

Repeat the steps above to continue bidding. When three players pass consecutively, bidding is over and play begins.

Using the Keyboard

1. Type the number of your bid, or **P** to PASS, **D** to DOUBLE or **R** to REDOUBLE. If you Pass, Double, or Redouble, skip to step 3.
2. Type the first letter of the suit you want to bid (**C** = Clubs, **D** = Diamonds, **H** = Hearts, **S** = Spades, **N** = NOTRUMP).
3. Press [ENTER] to complete the bid. Your bid appears on the bid sheet.

EXAMPLE: If you want to bid 3 HEARTS, type the number **3** on your keyboard, then type **H** for Hearts. Press [ENTER] to complete the bid.

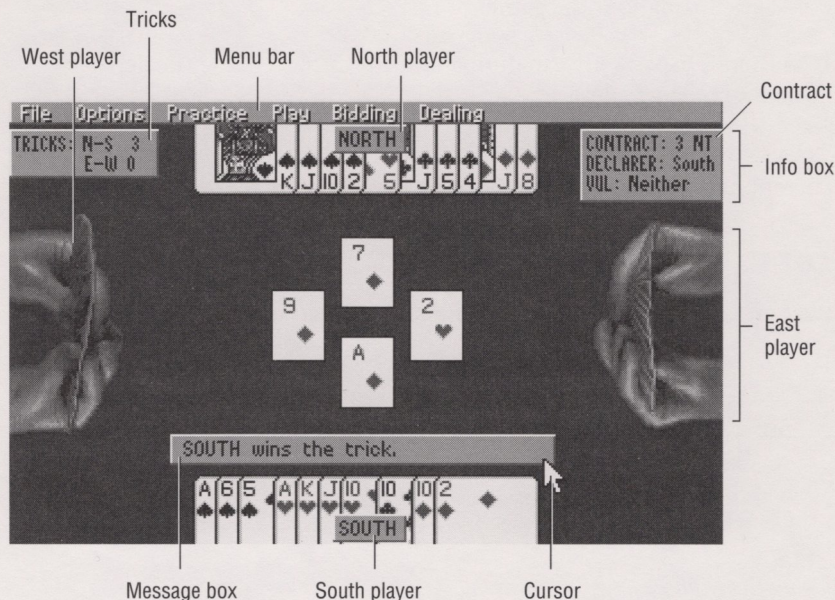
Repeat the steps above to continue bidding. When three players pass consecutively, bidding is over and playing begins.





Stage 2 - Playing

THE GAME SCREEN



Menu Bar - Menus of options which allow you to save and load hands and games, and adjust the game to your preference (see *Belly Up to the Menu Bar*, page 17). Click here or press [Alt] to access the menus.

West Player - The player on your left is West. West and East form your opposing team.

South Player - You play the South position. If North is the declarer and South (your hand) is the *dummy*, the table is rotated, and you play North's hand.

North Player - Your partner.



East Player - The player on your right is East. East and West form your opposing team.

Message Box - Prompts you to enter bids and plays, and displays messages throughout the game.

Info Box - Displays information about the current game (dealer, declarer, contract, etc.).

Tricks - Displays the number of tricks won by each team during the current hand.

THE HAND

Play proceeds clockwise around the table. When it's your turn:

NOTE Keyboard users can follow *Using the Mouse* instructions: use the [Arrow] keys to move the cursor, and press [ENTER] to "click." The cursor will usually be present on-screen regardless of whether you use the mouse or the keyboard.

Using the Mouse

NOTE Mouse control during play is only available in Graphic display. For more information on Graphic display see *Belly Up to the Menu Bar* on page 17. In Standard display, play commands must be made with the keyboard.

- Click on the card you want to play. The card appears on the table in front of you.

NOTE If you have made an incorrect choice (i.e. you didn't follow suit), a message appears in the message box; click the mouse to remove the message, then click on a different card.





Using the Keyboard

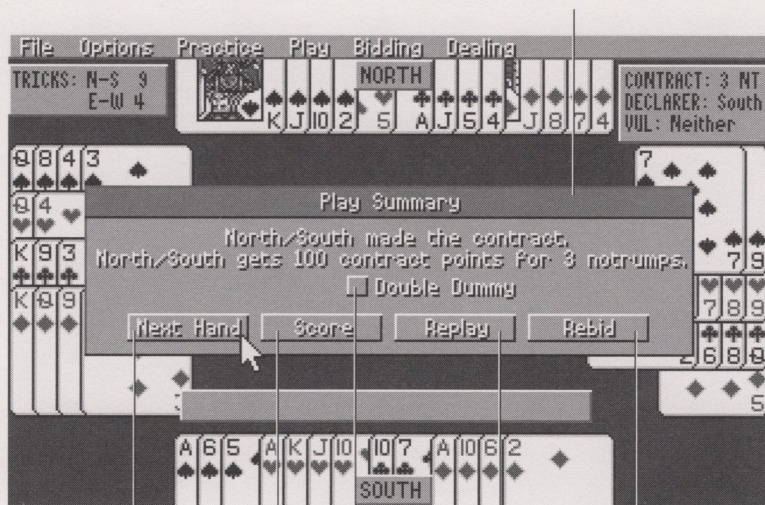
1. Type the number or letter corresponding to the rank of the card you want to play, followed by the first letter of its suit. Your choice appears in the message box.

EXAMPLE: If you want to play the King of Hearts, type **K**, then type **H**.

2. Press the backspace key to erase your choice and start again, or press [ENTER] to play your choice. The card appears on the table in front of you.

Play Summary Screen

Explanation of scoring





The Play Summary screen appears at the end of each hand to explain the score, and to offer you several options. From this screen you can:

- Turn on *Double Dummy* mode (all hands are visible). *NOTE:* In Double Dummy mode the mouse cannot be used for bidding.
- Deal the next hand and continue playing
- See the score sheet
- Replay the hand (with same contract)
- Rebid and replay the hand

Modes of Play

There are two modes of play in *Grand Slam Bridge II*: Practice Mode and Match Mode.

Practice Mode allows the greatest flexibility of play, with Practice menu options such as Rebid Hand, Replay Hand, and Redeal Hand, among others. For more information on these options, see *Practice Menu*, page 22.

When Practice mode is active, a check (✓) appears next to PRACTICE MODE in the Practice menu. *Grand Slam Bridge* always begins in Practice mode, unless you change the setting and save it. For more information on saving game settings, see *Options Menu*, page 20.

Match mode turns off the options in the Practice menu and plays just like a real game of bridge. When Match mode is active the check disappears.

To change modes:

1. Select PRACTICE MODE in the Practice menu. If a check (✓) appears, Practice Mode is active. If the check disappears, Match Mode is active.



2. To save your new setting as the default setting, select SAVE PREFERENCES from the Options menu.

Getting a Hint

Grand Slam Bridge II can help you out whenever you need it. Hints are displayed in the message window above your hand. There are several ways to get hints as you bid and play:

Press the Hint Key. The question mark [?] on your keyboard gives you a hint on the current bid or play (you can also use the HINT option in the Options menu).

Customize Hint Options. Select PRACTICE OPTIONS from the Practice menu, then choose from the following options:

On request - Suggestion made *only* when you press [?] or choose HINT from the Options menu. Press [ENTER] or click the mouse to accept the suggestion (if bidding click on ACCEPT), or re-enter your original choice.

Always display - Suggested bid or play displayed in message box at start of turn. Press [ENTER] or click the mouse to accept the suggestion (if bidding click on ACCEPT), or re-enter your original choice.

Display if different - Suggestion displayed after you choose a bid or play IF *Grand Slam Bridge II* would make a different choice. To use the suggested bid or play, enter the suggestion *in place* of your original choice. To ignore the suggestion and accept your original choice, click the mouse or press [ENTER].

No hints - Hint key and menu option disabled. No hints displayed.



Pausing and Quitting

Even the most serious bridge players find it necessary to take a break once in a while. If you'll only be gone a moment, you can leave the game running and resume it when you're ready. If, on the other hand, you expect to be out for a while, we suggest you save your game, quit the program, and give your screen a rest.

NOTE For information on saving, see the next heading *Saving and Loading Hands and Games*.

To Quit the game, press [Ctrl-Q] or:

1. Press [Alt] or click the mouse on the menu bar to open the File menu.
2. Choose QUIT, then choose OK to confirm your decision. The program exits to DOS.

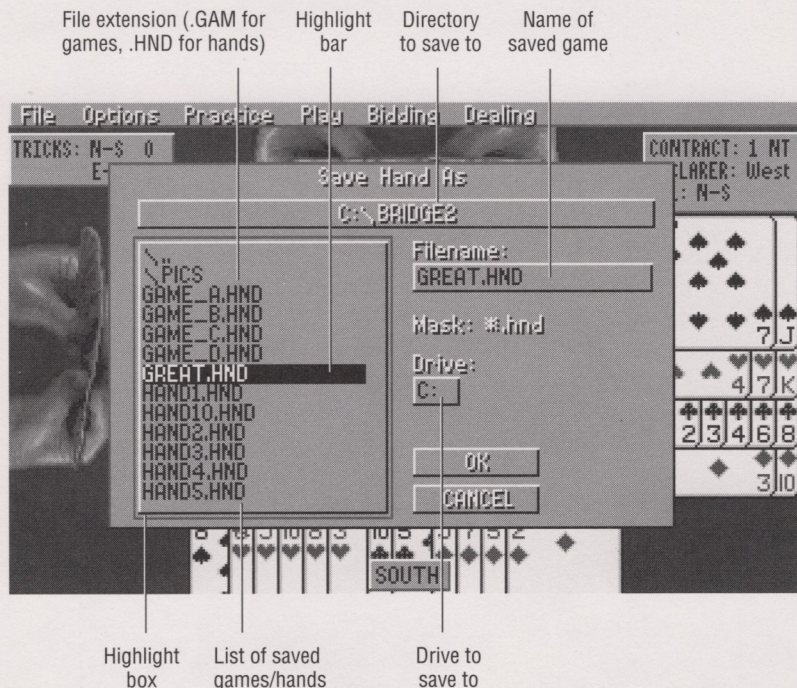
Saving and Loading Hands and Games

Grand Slam Bridge II allows you to save your game in progress, and also the special hands you create (for more on creating hands, see *Dealing Menu*, page 26). You can then load them whenever you want, and play them as many times as you want. The following instructions explain how to save and load hands and games using the options in the File menu.

NOTE For information on using menus, see *Belly Up to the Menu Bar*, page 17.



Saving



Using the Mouse

1. Choose **SAVE THIS GAME AS...** or **SAVE THIS HAND** from the File menu. The *Save* window appears.
2. Move the cursor to the **FILENAME** box and click the **LEFT** mouse button. A flashing cursor appears.
3. Type the name of your saved hand or game (example: **test**), then press **[ENTER]**. *Grand Slam Bridge II* automatically adds the file extension; a hand is named **TEST.HND**, a game is named **TEST.GAM**.

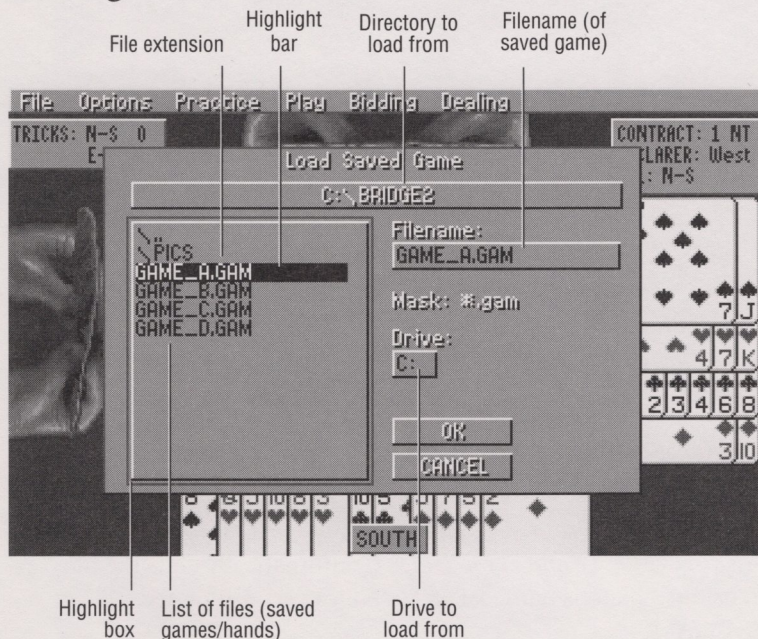


Using the Keyboard

1. Choose SAVE GAME AS... or SAVE THIS HAND from the File menu. The *Save* window appears.
2. Use the Arrow keys to move the highlight box to the FILENAME box, then press [ENTER]. A flashing cursor appears.
3. Type the name of your saved hand or game (example: **test**), and press [ENTER]. *Grand Slam Bridge II* automatically adds the file extension; a hand is named TEST.HND, a game is TEST.GAM.

If you want to use a name already listed, use [Ctrl-Arrows] to move the highlight bar up and down in the list of files, and press [ENTER] to select it.

Loading





Using the Mouse

1. Choose LOAD SAVED GAME or LOAD SAVED HAND from the File menu. The *Load* window appears.
2. Move the cursor to the list of files and click on the game or hand you want to load. The filename appears in the FILENAME box.

NOTE If the list of files is too long to be shown in the window, click on the last filename in the list and drag your mouse down to see the remaining files. To scroll up, click on the first file in the window and drag up.

3. Click on OK to load the hand or game.
4. If you are loading a saved hand, click OK to confirm redeal of the hand.

Using the Keyboard

1. Choose LOAD SAVED GAME or LOAD SAVED HAND from the File menu. The *Load* window appears.
2. Use the Arrow keys to move the highlight to the list of files, then use [Ctrl-Arrows] to move the highlight bar up and down in the list of files. When the file you want to load is highlighted, press [ENTER].
3. Select OK, then press [ENTER] to confirm redeal of the hand.



Changing Drives and Directories

You may want to change the drive or directory your games are saved to or loaded from.

Using the Mouse

To change the drive: Click on the DRIVE box, then type in a new drive name and press [ENTER].

To change the directory: Click on the DIRECTORY box. A list of available directories appears. Click on a directory to select it. Highlight a directory, then press [ENTER] to select it.

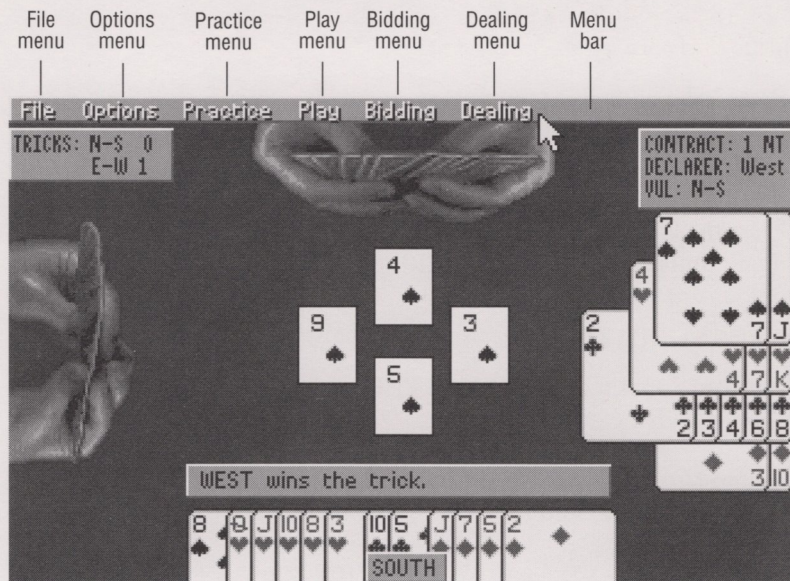
Using the Keyboard

To change the drive: Use the [Arrow] keys to move the highlight to the DRIVE box and press [ENTER], then type in a new drive name and press [ENTER].

To change the directory: Highlight the DIRECTORY box and press [ENTER]. A list of available directories appears. Use [CTRL-Arrows] to move the highlight bar up and down the list and press ENTER to select a directory.



Belly Up to the Menu Bar — Using the Menus



At the top of your screen are several menus containing useful options you may need during bidding and play. To use the menus:

NOTE In some modes of play, some menu options may be unavailable. Such options appear in gray.

Using the Mouse

1. Move the cursor to the menu bar at the top of your screen and click the LEFT mouse button on a menu name; the menu opens.
2. Move the mouse LEFT and RIGHT to open the other menus (or click again to close the menus).



3. Move the mouse UP and DOWN to highlight the desired menu option, then click the LEFT mouse button to select it.

Using the Keyboard

1. Press [ALT]; the File menu opens.
2. Press the LEFT and RIGHT [Arrow] keys to move to the desired menu.
3. Press the UP and DOWN [Arrow] keys to highlight the desired menu option, then press [ENTER] to select it.

OK/CANCEL BUTTONS

Many menus contain OK and CANCEL buttons. Their functions are as follows:

OK: Choose OK when you have finished with the current menu and want to accept your choices and return to the game.

CANCEL: Choose CANCEL to abort the current menu without making changes to the menu's settings.

Some menu options can also be selected with keyboard commands. You will see these commands listed next to such options in the menus and in the manual. For example, LOAD SAMPLE HAND can be selected by pressing [CTRL-T] — CTRL and the letter T at the same time.



And the Menus Are...

FILE MENU

Load Saved Hand...

Load a previously saved hand.

Load Sample Hand... [Ctrl-T]

Load a *Grand Slam Bridge II* sample hand (see *Using Sample Hands*, page 37).

Load Saved Game... [Ctrl-L]

Load a previously saved game.

Save This Hand...

Save the current hand.

Save This Game as...

Save the current game under a new name.

NOTE When you save your game, the current hand is automatically saved by the same name (with the .hnd extension).

Quit [Ctrl-Q]

Quit the game and return to DOS.

NOTE For information on saving and loading hands and games, see *Saving and Loading Hands and Games*, page 12.



OPTIONS MENU

Save Preferences

Save the settings you define in the Options menu. *Grand Slam Bridge II* will now load using your preferred settings. These settings remain as saved until you change them and save them again.

Undo [Ctrl-U]

Take back the last four cards played (the last play by all players).

Play and Bidding History [Ctrl-B]

Show the bidsheet and review cards played during this hand.

Hint [?]

Get a suggestion from *Grand Slam Bridge II* on what to bid or which card to play. For more information see *Getting a Hint*, page 11.

Sound Effects [Ctrl-S]

Turn sound effects ON (✓) or OFF (no ✓).

Music [Ctrl-X]

Turn music ON (✓) or OFF (no ✓).

Select Song

When music is on, SELECT SONG lets you choose between music by the following composers:

- Bach
- Beethoven
- Clemente
- Mozart





Select Tabletop

Choose from four different table tops (backgrounds). Click 1, 2, 3, or 4, then click on OK or press [ENTER] to bring up your selected tabletop. Click on CANCEL to keep the current tabletop.

NOTE This option is only available in Graphic display (see below).

Standard Notation

Toggle between two viewing modes:

Graphic display - STANDARD NOTATION not checked (✓). Colored background with hands holding cards, card faces displayed.

Non-graphic display - STANDARD NOTATION checked (✓). White background with numbers and suits displayed only (♦ 253, ♠ AKQ, etc.). Mouse control during play is only available in Graphic display (For more information on Graphic display see *Belly Up to the Menu Bar*, page 17.) In Standard display play commands must be made with the keyboard.

NOTE If your machine has less than 545K of free RAM, *Grand Slam Bridge II* loads using Standard Notation (non-graphical) display, and Graphic display is not available.

Set Game Speed

Adjust the speed at which computer opponents play. Mouse users should click and drag the Speed bar from fast to slow. Keyboard users should use the [+] (faster) and [-] (slower) keys on the keyboard.



PRACTICE MENU

Practice Mode

When active (checked ✓), this option activates the other options in the Practice menu. When deactivated (no ✓), the game is in Match Mode, and the Practice menu options are disabled.

Practice Options

HINTS PROVIDED:

On request - Suggestion made *only* when you choose HINT from the Options menu.

Always display - Suggested bid or play displayed in message box at start of turn.

Display if different - Suggestion displayed after you choose a bid or play IF *Grand Slam Bridge II* would make a different choice.

No hints - Hint option and [?] key disabled. No hints displayed.

VISIBLE HANDS:

Regular - Only dummy's hand face up.

Double Dummy - All hands face up. *NOTE:* In Double Dummy mode, the mouse can't be used for bidding. Bids must be entered using keyboard commands.

Rebid Hand

Erase the current bids or contract and begin bidding again (game begins again as well).

Replay Hand

Restart the current hand (bidding is not changed).





Redeal Hand

Erase the current hand and deal a new hand.

Computer Playout [Ctrl-P]

At any point after bidding is complete, let the computer play the remainder of the hand automatically.

Display Hand Commentary [Ctrl-H]

View commentary text (see *Using Sample Hands*, page 37.)

PLAY MENU

Scoring Options

Toggle between the following:

Rubber Contract - First team to win two games (100 points) completes the contract. The game continues until two games are won by one team.

Contract Each Hand - Complete only the contract for this hand. All bets are settled at the end of the hand, and each new hand begins with a fresh contract.

Click on OK or press [ENTER] to set new scoring, or click on CANCEL to keep current scoring.

Statistics [Ctrl-R]

Statistics prompts you to enter your name, then keeps a statistics sheet for you, including games won, percentage of contracts made, etc. Each time you play Grand Slam Bridge II, you can enter one name. To keep a running statistics sheet, choose STATISTICS whenever you begin to play *Grand Slam Bridge II*.



When you enter the statistics screen, all names from previous games are listed and the current name is highlighted. If you want to change the name under which you are accumulating statistics:

1. Use [Ctrl-Arrow] keys to scroll up and down the list and choose the name you want.
2. Click on USE NAME to track statistics under the new name.

NOTE To continue tracking under the name you began with, click CANCEL.

Human Players

Choose between human and computer players; selected players must be controlled by you or a friend, and non-selected players are controlled by the computer.

Left Handed Display

Reverse the order of suits in your hand.

Claim Remaining Tricks

If you feel that your team is able to win all remaining tricks, choose this option to request that the other team concede any remaining tricks and end the hand. If your opponents think you're mistaken, they may refuse your request.

Concede Remaining Tricks

If you feel that your team cannot win any remaining tricks, choose this option to allow the other team to claim the remaining tricks and end the hand.

Score [Ctrl-C]

Review the current score.



BIDDING MENU

Set Options N/S

Set North and South team's bidding options.

Set Options E/W

Set East and West team's bidding options. For definitions of these options, please see the *Glossary*, page 38.

Bidding Options

- Cue Bid
- Weak Two-bid
- 5 Card Major
- 4 Card Major
- Jacoby Transfer
- Gambling 3 NT
- Unusual 2 NT

NOTE For more information on these bidding conventions, see the *Glossary*, page 38.

Aggressiveness

Adjust each team's bidding aggressiveness.

- Least - less aggressive
- More - aggressive
- Most - very aggressive



DEALING MENU

The Dealing Menu lists various types of hands *Grand Slam Bridge II* can deal. Once you have chosen the type of hand you want, select REDEAL HAND from the Practice menu.

Deal Type [Ctrl-D]

Choose the type of hands you want *Grand Slam Bridge II* to deal.

Random

Randomly generated hands.

Game

A hand that allows a bid for a game contract (any contract that allows your team to score 100 points). Minimum game contracts (100 points) are: 3 no trump, 4 hearts, 4 spades 5 clubs, & 5 diamonds.

Slam

A hand which allows a slam bid (12 tricks).

No Trump (notrump)

A hand which allows a notrump bid (containing enough high card points — Aces, Kings, Queens, & Jacks, but no strong suit).

Part Score

Grand Slam Bridge II deals a part score (below game level) contract to a team by dealing balanced hands (hands with an even distribution of points). Neither hand dominates in strength, and bidding and winning the contract is more of a challenge.

Opening Two Bid

Grand Slam Bridge II will deal a partnership a strong two-bid hand (a hand which is expected to make game or slam). This type of hand typically contains 6 cards in a given suit with 22 high card points or 5 cards in a given suit with 25 high card points.





Ask for Set Contract

Grand Slam Bridge II prompts you to enter your desired contract just before the deal (enter values such as 1 Heart, 3 No Trump, 5 Spades), then deals an appropriate hand.

Ask for Saved Hand

Grand Slam Bridge II prompts you to load a previously saved hand when you choose to redeal.

Numbered Hand From...

Grand Slam Bridge II prompts you to enter a number. Each time you enter that number, *Grand Slam Bridge II* deals the exact same sequence of cards, resulting in a series of hands exactly like the first.

Ask for MLBD Saved Hand

Grand Slam Bridge II prompts you to load any hand you have created using the *Mike Lawrence's Bridge Dealer* advanced dealing options program. The *Mike Lawrence Bridge Dealer* is a separate bridge program which can be added to *Grand Slam Bridge II*. It will allow you to create special sets of hands which can be played through *Grand Slam Bridge II*. Call Electronic Arts Direct Sales for availability.

Assign Cards [Ctrl-A]

Set the parameters that determine which cards you are dealt. For more information see *Assigning Cards*, page 28.

Exact Hands [Ctrl-E]

Set up exact hands to be dealt to each player. This feature requires that you enter full hands for all players. If you want to enter an exact hand for one to three players, see *Exact Button* under *Assigning Cards* on page 28. Select each player's hand in turn, type in the hand they will be dealt, then press OK to enter the set of exact hands. If any hand has fewer than 13 cards, or any two hands have the same card, a message appears when you press OK to let you know. This option is especially useful for entering hands you find in bridge magazines or newspaper articles.



NOTE When you enter hands from newspaper and magazine articles, please keep in mind that *Grand Slam Bridge II* will *not* necessarily follow the bidding and playing descriptions found in those articles.

Best Hand

Determine which player gets the best hand.

Dealer

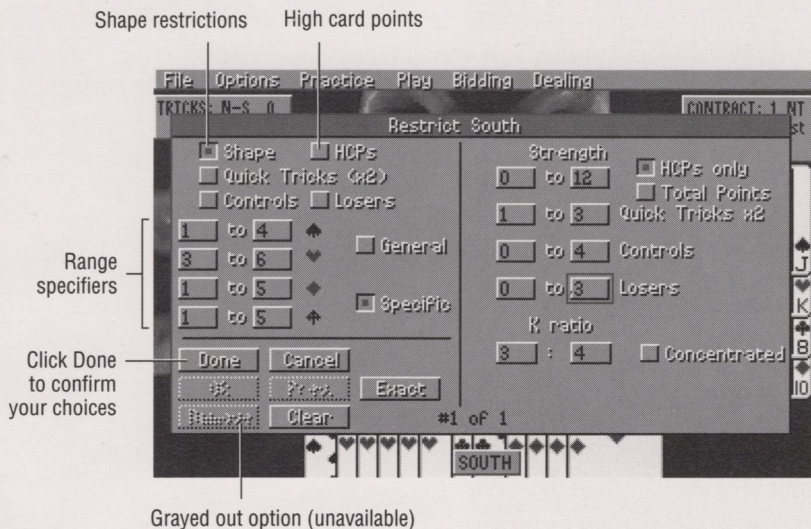
Select which player deals.

Assigning Cards

NOTE ASSIGN CARDS is an advanced feature. Beginning players may want to learn more about the game of bridge before using this feature.

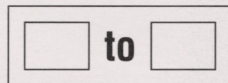
The ASSIGN CARDS option in the Deal menu allows you to restrict the type of hand each player is dealt. When you select ASSIGN CARDS, a menu appears allowing you to choose the hand to which you want to assign cards: SOUTH, NORTH, WEST or EAST.

When you select a player's hand, the ASSIGN CARDS menu appears containing various buttons, check boxes, and range specifiers.



The left hand section of the dialog box represents the restriction parameters. These parameters consist of four range specifiers (two editable text boxes in each) and two buttons allowing you to specify General or Specific shape (only applicable to shape).

Range Specifiers



Range Specifier

A range specifier consists of two small editable text boxes separated by the word “to.” Range specifiers are used to set ranges for the number of cards in each suit, points, quick tricks, controls, and losers. The two numbers represent the upper and lower bounds to which you want to restrict that range.



By entering a value in one of the range specifier boxes, you are indicating a specific value. For example, if you enter a 1 in one of the range specifier boxes for spades in the Shape section of the Restriction Dialog and make sure the other box is blank, all hands dealt with this restriction will have exactly one spade. Additionally, either value in the range specification can be one of two special characters, those being + and -. For example, a range specification consisting of a "5 to +", means five or more, or in the case of shape ranges, five to 13. A range specification of "- to 3" means zero to three.

Each range specifier has a maximum value for its range. If a value is entered into a range specifier that is too large, the program selects the offensive value, and does not allow you proceed further until the value has been corrected. The maximum for each of the range specifiers is given in sections below on the specific ranges.

Shape Restrictions

"Shape" refers to how many cards of each suit are dealt. When you choose SHAPE on the left side of the menu, you can enter the desired values into the range specifiers for each suit. Since the maximum number of cards in a suit is 13, that is the maximum value for this type of range. In addition, shape restrictions can be made *specific* or *general*.

SPECIFIC

When the SPECIFIC button is selected, each range specifier affects the maximum and minimum number of cards dealt in the suit shown to the right of the range specifier. If the values 4 and 6 are entered into the spade's range specifier boxes, then all hands dealt (in this case to South) will have from four to six spades.





GENERAL

When the GENERAL button is selected, the suit indicators to the right of the range specifiers, are dimmed. Now ranges entered into any of the specifiers are applied to random suits. For example, the Shape specification produces hands having exactly 5,4,3,1 distribution, varying randomly with each hand dealt as to which suit has five cards, which four, and so on.

Other Suit Specific Restrictions

ASSIGN CARDS also gives you the ability to restrict the hand with regard to High Card Points (HCPs), Quick Tricks, Controls, and Losers. For more information on these terms, see *General Restrictions*, page 32.

NOTE When anything other than Shape is selected all choices are suit specific, and the General Shape and Specific Shape buttons are disabled.

HCP RESTRICTIONS

Each suit can be restricted from 0 to 10 HCPs.

QUICK TRICK RESTRICTIONS

While the number of Quick Tricks may not be the criteria of choice for restricting hands overall, it can be very useful in producing specific top honor combinations in particular suits. This is especially true when used in combination with other criteria such as Controls. For example, specifying a suit with exactly two QT's and one Control yields the KQ without the Ace. A suit with two QT's and two Controls has the A without the KQ. One QT yields the K without the AQ. You can carry this further with HCPs and Controls or HCPs and QT to include the Jack in various combinations as well.



Each suit can be restricted from zero to four Quick Tricks (x2).

CONTROL RESTRICTIONS

Each suit can be restricted from zero to three Controls.

LOSER RESTRICTIONS

Each suit can be restricted from zero to three Losers.

General Restrictions

The right side of the menu determines the overall values for the hand. Use the range specifiers to determine the overall strength, quick tricks, controls, and losers as described below.

POINT RESTRICTIONS

Point restrictions can be either High Card Points (HCPs) or Total Points. HCPs are calculated by simply summing the point values for each card in the hand.

Total Points are calculated using the standard value for the cards, but in addition, points are added for suit shortness and subtracted for unprotected honors as follows:

Void	3 points
Singleton	2 points
Doubleton	1 point
Unprotected Honor	1 point

NOTE In the case of HCPs and Total Points, the maximum number of points one hand can have is 37.



QUICK TRICK RESTRICTIONS

If you choose to use Quick Tricks to evaluate your hands, enter the appropriate values in the range specifier. Note, however, that ASSIGN CARDS calculates Quick Tricks as follows:

AK	4 QT's
AQ	3 QT's
A	2 QT's
KQ	2 QT's
K	1 QT

These values are actually twice the classic Quick Trick values, but they avoid the necessity of entering fractional Quick Trick values. The maximum number of Quick Tricks (x2) that a hand can have is 16 (AK in each suit).

CONTROL RESTRICTIONS

Controls are used primarily in slam-bidding auctions, and are a measure of the immediate trick-taking power of a hand. In order to restrict a hand on the basis of controls, just set up the range specifier appropriately. Controls are evaluated as follows:

AK	3 Controls
A	2 Controls
K	1 Control

NOTE The maximum number of controls a hand can have is 12.



LOSER RESTRICTIONS

Losers are usually used to evaluate the strength of a hand after a trump suit has been established. ASSIGN CARDS uses a slight modification of the Courtenay Loser Count system. For each suit, the losers are calculated as outlined in the following chart, and then summed together for the hand.

Void or Ace singleton	0 Losers
Other singletons	1 Loser
AK doubleton	0 Losers
Ax or Kx doubleton	1 Loser
Other doubletons	2 Losers
AKQ tripleton or longer	0 Losers
AKx, KQx, AQx, AJT trip, or longer	1 Loser
Axx, Kxx, QJx tripleton, or longer	2 Losers
All other tripletons or longer	3 Losers

NOTE The maximum number of losers in any hand is 12.

K RATIO (CONCENTRATION RESTRICTIONS)

The concentration restriction refers to how the High Card Points (not total points!) are distributed in a hand. A hand is considered concentrated if the majority of the HCPs are in the two longest suits of the hand. The “majority” is specified by the two numbers that form the K ratio. ASSIGN CARDS’ default K ratio is 3:4 or three-fourths. Accordingly, a hand is concentrated if three-fourths of the HCPs are in the two longest suits.



To specify that a hand must be concentrated, check the Concentrated box in the Strength section of the Restriction Dialog. The K ratio value is editable and can be changed to whatever value suits your purpose. In the case of a tie for the second longest suit (or first two in a 4-4-4-1 hand), the program uses the higher ranking suit as the longer.

EXACT BUTTON

This exact feature is a bit different from the Exact Hands option in the Dealing menu. In the Assign Menus, Exact allows you to specify exact hands to one or more players while the other players' hands remain random. Since South is the primary hand in most bridge literature, the first exact hand entered must be South. If South is not an exact hand, the EXACT option isn't available for East, West, and North. Accordingly, if you only want one exact hand, that hand *must* be South. Once an exact hand is entered for any player, all other restrictions on the Assign menu for that player are unavailable.

To create an exact hand, press the EXACT button on the Assign menu for South. On the Enter Exact Hand menu, select the box for spades, type in your choices for spade cards, then press [ENTER]. Do the same thing for the other suits. Once you have entered 13 cards, press OK to confirm your choices. You can also press CANCEL to leave the menu without making any changes. If at any time you want to delete an exact hand from this menu, press the DELETE button. Repeat these steps for other hands after South has been entered.

When you have finished setting the restrictions, click DONE to enter them. To deal a restricted hand, select Redeal Hand from the Practice Menu once the restrictions have been entered.



Consistency Checking

MLBD will perform some consistency checking of the current restriction when the DONE button is pressed. At these times, the program will attempt to validate each suit specific restriction against any others specified for that suit. For example, a suit with just two cards cannot have more than seven HCP's. In addition, it also checks the consistency of the sum of the suit specific for that criterion. For example, if the overall HCP's specified are from zero to five and the suit specific ranges are two or more for each suit, the program would present an alert box indicating the problem.

The program will not do consistency checking of suit-specific HCP's against overall points if the Total points button is selected. Also, it will not try to do consistency checking across more than two criteria at a time. For example, it is possible to specify a suit with one card (a singleton), two Controls (an Ace), and one Loser. Checking length against Losers will pass. Checking Controls against Losers will also pass. But obviously no such suit is possible, and if specified, the program will attempt to find a hand to fit the deal repeatedly until it is aborted (see *Aborting the Dealing Process*, next).

Normally, it will not be necessary to use more than two suit specific restrictions for any suit and the program's consistency checking will validate the possibility (*not* the likelihood!) of such a hand.

ABORTING THE DEALING PROCESS

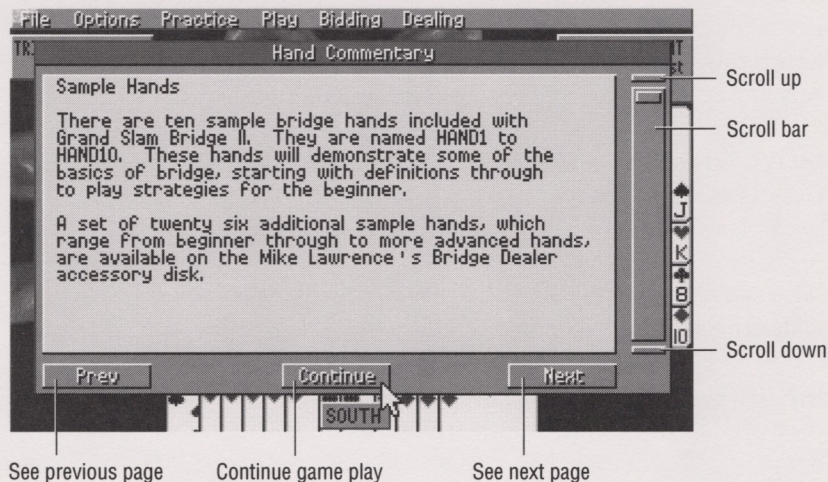
To abort a deal, press [ESC].



Using Sample Hands

Grand Slam Bridge II includes a series of sample hands with commentary by bridge expert Mike Lawrence. Sample Hand One makes a reference to additional hands which will be included in the *Mike Lawrence Bridge Dealer*, a separate game which can be added to *Grand Slam Bridge II*. Call Electronic Arts Direct Sales for availability. To use the sample hands:

1. Select LOAD SAMPLE HAND from the File menu.
2. Select HAND1.TUT from the list of hands. Click on OK or press [ENTER] to load the hand.
3. While bidding and playing the hand, select DISPLAY HAND COMMENTARY from the Practice menu.





4. *Using the mouse*, click on the scrolling arrows, or the PREV and NEXT buttons to scroll through the text.

Using the keyboard, press the [Arrow] keys to move the highlight box to PREV or NEXT and press [ENTER] to page through the text. You can also move the highlight box to the Scroll Bar and press the [+] (up) and the [-] key (down).

5. Repeat steps 1-4 to play as many of the sample hands as you like. Select CONTINUE if you want to stop reading. Then select OK to deal the hand or CANCEL to return to your previous game.

GLOSSARY

The following pages contain brief definitions for some of the terms you'll see and hear while playing bridge. For more information on some of these terms, see *Section 2: Introduction to Contract Bridge*, page 43, and consult one or more of the bridge books listed on page 73.

ABOVE THE LINE - on a bridge score pad, scores for attaining overtricks, bonuses and penalties are recorded above the horizontal line (see *The Scoring*, page 59).

BELOW THE LINE - on a bridge score pad, the scores from tricks bid and made are recorded below the line (see *The Scoring*, page 59).

BIDDING - the process of arriving at a contract for the number of tricks a partnership will make, and the trump suit in which they will make them.

BIDDING CONVENTIONS - bidding procedures whereby partners exchange information about the cards they hold.



BIDDING HISTORY - a list of the bids made by the players, in the order they made them.

CONTRACT - the highest bid for the number of tricks a partnership will make, and the trump suit in which they will make them.

CUE BID - a bidding convention which allows the bidder to locate high cards in his partner's hand for possible Slam attempts.

DECLARER - the first player of the contracting partnership to name the contract suit, no matter which partner actually made the highest bid. The declarer's partner is the "dummy," and the declarer plays the dummy's hand with the cards facing up.

DEFENDING TEAM - The team attempting to keep the contract from being fulfilled (see also *Offending Team*).

DOUBLE - in bidding, a player may double an opponent's bid. This raises the level of bonuses and penalties, thereby making the tricks that much more valuable toward the game.

DOUBLE DUMMY - a game in which all four players' hands are played face up.

DOUBLETON - two cards of a particular suit. For example, if your hand contained only the 2 and 6 of **clubs**, you'd have a club *doubleton*.

DUMMY - the partner of the declarer. The declarer plays the dummy's cards face up.

EAST-WEST/NORTH-SOUTH - partners are seated opposite one another and are divided into teams according to position: East and West play against North and South.



FINESSE - A finesse is an attempt to win a trick with a card that is not high. The finesse will win whenever the opponent who has already played to the trick (second hand) has the missing higher card, and will lose whenever the opponent who has not played to the trick (fourth hand) has the higher card.

FIVE CARD MAJORS - A bidding convention in which an opening bid of 1 spade or 1 heart promises five or more cards of that suit. For example, if you and your partner have agreed on the bidding convention FIVE CARD MAJORS, and your partner makes an opening bid of 1 spade, you know he has five or more spades in his hand.

FOLLOW SUIT - the first card played (or "led") during each trick sets the suit to play for that trick. Each player must then play cards from the same suit, known as "following suit." If a player holds no cards in the lead suit, he or she may play a card from any other suit.

FOUR CARD MAJORS - See *FIVE CARD MAJORS*. This convention promises four cards of the suit bid.

GAMBLING 3 NO TRUMP - A bidding convention which shows a long solid minor suit with little or no outside strength.

GAME - a score of 100 points or more made in tricks, and scored below the line.

GRAND SLAM - bidding (and taking) all 13 tricks in a hand.

HONORS - the top five cards in the trump suit: Ace, King, Queen, Jack, and Ten.

JACOBY TRANSFERS - A convention which allows the opening no trump bidder to play major suit contracts when the responder has a 5 card or longer major suit.



JUMP OVERCALLS - bidding more than is necessary; to jump over or skip a bidding level.

LITTLE - non-honors cards; Nine and below.

LONG IN SUIT - holding many of the cards of a particular suit.

MAJOR SUITS - Spades and Hearts.

MINOR SUITS - Clubs and Diamonds.

NOTRUMP - a condition of play, determined during bidding, where no trump suit exists. Thus, all suits have the same value.

OFFENDING TEAM - The declaring team; the team attempting to fulfill the contract (see also *Defending Team*).

OPENING TWO BID - A hand containing 6 cards in a given suit with 22 high card points or 5 cards in a given suit with 25 high card points.

OVER-TRICKS - the number of tricks won over and above the contract.

PART SCORE - Any score of less than 100 points below the line. A *part score* contributes toward game in the later deals, but if either side wins the game, all previous part scores are null and void.

PASS - a player declines to bid; after three consecutive passes, bidding ends and play begins.

REDOUBLE - a bid that doubles the previous double, raising the stakes even higher.

RUBBER - the first side to have won two games completes a rubber.



SHUFFLE - mixing up the cards before dealing.

SINGLETON - a single card of a particular suit. For example, if your hand contains only the **6 clubs**, that card is a *singleton*.

SLAM - bidding and taking 12 (small slam) or 13 (grand slam) tricks. To reach a slam, you must bid 6 or 7 (added to the declarer's book of 6, equals 12 or 13 tricks).

SMALL SLAM - a contract for 12 tricks.

STAYMAN - a set of bidding conventions designed to help partners find a major suit fit over an opening no-trump bid.

SUIT - Spades, Hearts, Diamonds, and Clubs.

TABLE-TALK - Any conversation about cards in one's hand or special bidding conventions that habitual bridge partners devise privately between themselves. This practice is illegal (see *Vocabulary of Bidding*, page 52).

TRICK - four cards played from the hand, the highest ranking card "taking" the trick. There are 13 tricks per hand.

TWO BID - an opening bid of two, as in "Two Diamonds."

UNUSUAL NO TRUMP - convention used to show two-suited hands, usually to show both minor suits before the bidding gets too high.

VOID - having no cards in a particular suit. For example, a hand which contains only cards in Spades, Diamonds, and Clubs is *void* of Hearts.

VULNERABLE - a partnership is vulnerable when it has won a game; penalties for game winners are high if they don't make their next contract.



WEAK TWO-BID - convention used to show a hand containing a good six card suit with 6 to 11 high card points where the six card suit is not clubs.

SECTION 2: INTRODUCTION TO CONTRACT BRIDGE

This is an introductory guide for the *beginning bridge player*. We'll cover basic bidding and playing, and let you quiz yourself on some of the terms and rules. For a more comprehensive guide to bridge, pick up a good bridge book. For a list of titles you might find useful, turn to page xxx.

The Deck

Two standard 52-card decks of different back designs are generally used, although you can play with one deck. Contrary to the custom of most card games, the suits in bridge are ranked: spades ♠ (high), hearts ♥, diamonds ♦, clubs ♣ (low). Spades and hearts are called the *major suits*, and diamonds and clubs are called the *minor suits*. The thirteen cards of each suit rank: ace (high), king, queen, jack, ten, nine, eight, seven, six, five, four, three, two (low).

Abbreviations are often used to describe the cards. The ace of hearts is ♥A; the king of diamonds is ♦K; the four of spades is ♠4, etc.

No jokers are used in bridge. All aces, kings, queens, jacks and tens are called *honor cards*, or simply *honors*.

As you read along, you will frequently be given the chance to “test yourself.” If you have any incorrect answers the first time you take a quiz, it would be wise to review the questions you missed at a later time.



Test Yourself

- a. How many kings are in a deck?
- b. How many cards are in each suit?
- c. Draw the symbols for the four suits.
- d. Which are the major suits, and which are the minor suits?
- e. What are the ranks of the suits?
- f. How many honor cards are there in the deck?

Answers

- a. Four. There are four cards of each rank in one deck.
- b. Thirteen.
- c. Spades ♠. Hearts ♥. Diamonds ♦. Clubs ♣.
- d. Spades and hearts are the major suits; diamonds and clubs are the minor suits.
- e. Spades (high), hearts, diamonds, clubs (low).
- f. Twenty. The ace, king, queen, jack, and ten of each suit.

The Procedure for Starting a Game

Contract bridge is always played with four players in two partnerships, partners sitting opposite one another so that each player has an opponent sitting on either side.

Partnerships are determined by spreading one deck face down on the table and drawing cards. The players who draw the two highest cards are partners against the players who draw the two lowest cards. The player who draws the highest card of all has his choice of seats and deals first with the deck of his choice.



After the deck has been shuffled for the first deal, the dealer passes it to the player on his right, who then cuts it. While the cards are being dealt, the dealer's partner shuffles the other deck and places it to his right, on the corner of the table; this deck is then ready to be dealt by the next player in turn (clockwise).

The entire deck is dealt out, one at a time in a clockwise rotation, beginning with the player on the dealer's left, and ending with the dealer. After each player has looked at his thirteen cards (which comprise his *hand*) and arranged them in suits, the bidding begins. There is no better time than now to warn you always to chest your cards and sit squarely facing your partner. You cannot win if your opponents see your hand.

NOTE No player should look at his cards until the dealing is completed.

Test Yourself

- a. If the four cards turned up in the draw for partners are ♠ J, ♥ J, ♦ J, and ♠ 9, which players are partners, and who deals first?
- b. Which player is dealt the first card?
- c. While one deck is being dealt, which player shuffles the other deck, and what does he do with it after shuffling?
- d. How many cards does each player have when the deal is completed?

Answers

- a. The players who cut the ♠ J and ♥ J play partners against the players who cut the ♦ J and ♠ 9. (Remember that the suits have rank, and this also applies in the draw.) The ♠ J was the highest card drawn, and the player who drew it deals first.
- b. The player on the dealer's left.



- c. The partner of the dealer. He places it to his right, on the corner of the table, after shuffling.
- d. Thirteen. There are 52 cards in a deck, and the entire deck is dealt out.

The Bidding and the Play

Contract bridge is a partnership game in which the object is to win points. Each *deal* consists of two parts: the *bidding* and the *play*. The number of points each side wins or loses depends on the number of *tricks* it wins in the play. The number of tricks each side is required to win in the play is decided in the bidding. Although the bidding takes place first, it is necessary to study how tricks are won before investigating the bidding.

Tricks

The play period of each deal consists of thirteen tricks. Each trick consists of four cards, one from each player's hand, played face up in the center of the table. The play to each trick goes in a clockwise rotation, beginning with the lead, and the player who plays the highest card *of the led suit* wins the trick. For example:

NORTH		
	♠ J	
WEST		EAST
(lead) ♠ 5		♠ K
	♠ 2	
SOUTH		



Since the lead was a spade, the East player wins the trick because he played the highest spade. Each trick, as it is won, is gathered in and turned face down on the table. One player from each side keeps all of the tricks he and his partner have won. The winner of a trick leads the next trick and may play any card from his hand.

Each player must *follow suit* if he can — that is, he must play a card of the same suit as the card which was led. If he has no more cards of the led suit, he may *discard* (play a card of some other suit). For example:

NORTH		
♥ Q		
WEST		EAST
♣ 5		♣ 2 (lead)
♣ 7		
SOUTH		

West wins the trick because clubs were led and he played the highest club. The North player discarded the ♥ Q because he had no more clubs. It is rare for a player to discard a card as high as a queen. Since he cannot win the trick anyway, he should usually discard his most useless card.

Trumps

Trumps are one of the most important elements of bridge. A majority of hands are played with a *trump suit*, which is determined in the bidding. Any trump, even the deuce (or two-spot), ranks higher than any card of any other suit. In the following illustration, diamonds are trumps:



NORTH		
♠ Q		
WEST		EAST
(lead) ♠ 7		♠ A
♦ 2		
SOUTH		

South wins the trick by trumping (also called *ruffing*). South could not have trumped if he had held a spade in his hand. Remember, you must always follow suit if possible.

When a trick contains two or more trumps, it is won by whoever plays the highest trump. For example, diamonds are trumps again:

NORTH		
♦ J		
WEST		EAST
♣ K		♦ Q
(lead) ♣ 3		
SOUTH		

East wins the trick. Neither North nor East had any clubs, so North trumped and East *overtrumped*. When a player cannot follow to the suit led, he need not trump or overtrump; he may discard if he chooses. The simple rule to remember is: the lead player may lead any card; the other players (in their turn) must follow suit if possible; if they cannot follow suit they may discard or trump, as they choose.



Now you should have enough information about how tricks are won to understand the next subject, bidding. But before you read on, test yourself to make sure.

Test Yourself

- a. What does *ruff* mean?
- b. What does *discard* mean?
- c. If East leads, in what rotation do the others play to the trick?
- d. Answer the following true or false:
 1. The lead player may lead any card in his hand.
 2. Each player is required to follow suit, if possible.
 3. When a player cannot follow suit and has a trump in his hand, he must trump.
 4. The player who won the previous trick leads to the next.

Answers

- a. To *Ruff* means the same as to *trump* — to play a card from the trump suit when you cannot follow suit.
- b. To *discard* means to play a card from a suit other than the suit led and other than the trump suit. You may never discard if you have a card in the suit which was led.
- c. South, West, and then North. The rotation of play is always clockwise.
- d. 1=True, 2=True, 3=False (he may discard if he wants), 4=True.



The Bidding (Or Auction)

After the cards have been dealt out, the bidding begins.

The purpose of bidding is for each player to bid for the number of tricks he thinks he and his partner will win during play. Players try to determine which cards their partner and their opponents hold through a complex ritual of bids and responses. The highest bid made becomes the contract. The team that bid the contract will win the play by making the contract, or lose by not making it. Bidding is one of the most difficult and frustrating parts of bridge. Don't expect to understand it completely on your first attempt.

The dealer bids first. Depending on the number of points, he either passes or starts the bidding by mentioning a number from one to seven together with one of the four suits or *notrump* (for example, **2 spades** or **3 NOTRUMP**). If the dealer passes, the player to his left is given the opportunity to start the bidding or pass. Bidding continues in a clockwise rotation until three consecutive players pass.

WHEN A DEAL IS PASSED OUT

If all four players pass, the cards are thrown in and the next player in turn (clockwise) deals out a new deck.

THE OPENING BID

The first player to make a bid is called the *opening bidder*, and his bid is called the *opening bid*. Most opening bids are made at the one level, such as "one club" or "one spade," and both the number and the suit have significance.





THE BOOK

The number of tricks called for by a bid is determined by adding the number of the bid to a *book* of six. For example, a bid of one spade requires seven tricks (six and one), and a bid of four hearts requires ten tricks (six and four).

THE TRUMP SUIT

The trump suit, the most powerful suit in play, should be one in which the partnership holds at least eight cards, leaving five trumps, at most, for the opponents. The bidder usually starts out by bidding his longest suit, but he may well decide on another suit as trumps if his partner's bidding indicates other preferences.

NOTRUMP

Although a player will usually win more tricks when he plays a hand in his best suit, it is sometimes advisable for him to play without a trump suit — by bidding notrump. A notrump bid is often in order with a hand that does not contain a long suit.

AFTER THE OPENING BID

The bidding proceeds, and each player in turn is given the opportunity to pass, make a *higher* bid, *double*, or *redouble*. Once the bidding has been opened, this procedure continues until there have been *three consecutive passes*; then the final bid (the last bid made before the passes) becomes the contract, and the play period begins.

A player may pass any time it is his turn to bid, *but by passing, he does not forfeit his right to bid later in the auction.*

If a player in his turn decides to bid, he must make a higher bid than any previous. *A notrump bid ranks higher than any suit bid at the same level, so*



the suits rank: notrump (high), spades, hearts, diamonds, clubs (low). So, if the last bid was 1 ♥, the next player may bid 1 ♠, 1 NT, 2 ♣, 2 ♦, 2 ♥, or any higher bid; he may *not* bid 1 ♣ or 1 ♦, because these suits rank lower than hearts. A player seldom bids the same suit as his opponents have bid, but it is common for a player to bid the same suit his partner has bid (as North—1 ♥, South—2 ♥), and this is called a *raise*. By raising his partner's suit, a player indicates that he too has strength in that suit and that it would be wise to establish it as the trump suit.

DOUBLES

A player doubles when he thinks his opponents have bid too high and will not be able to win enough tricks to make their final bid, or *contract*. Any player in his turn may double, *but only when the last declaration was a bid by one of his opponents*. If the doubler *sets* (defeats) the contract, he wins more points than he would have if he had not doubled; if he does not set the contract, he loses more.

REDOUBLES

A player in his turn may redouble, *but only when the last declaration was a double by one of his opponents*. This too increases the number of points to be won or lost.

VOCABULARY OF BIDDING

The vocabulary of bidding is limited to fifteen words: one, two, three, four, five, six, seven, clubs, diamonds, hearts, spades, notrump, pass, double, and redouble. In addition to pass, double, and redouble, there are 35 possible bids (by mentioning a number from one to seven together with one of the four suits or notrump). The exchange of information between partners in any other way (such as voice intonations, hesitations, or facial expressions) is, at the very least, highly unethical.



Even when a player is given the opportunity to make several bids, he cannot describe his hand exactly with this limited vocabulary. So the contract reached is usually speculative, and the outcome of the deal depends on whether or not the required number of tricks are won in the play. In some auctions, one side passes throughout (a *non-competitive auction*), while in others both sides compete in the bidding (a *competitive auction*). But the final bid, the contract, is the thing of importance in the play and the scoring.

Evaluating Your Hand

Before bidding it is important to evaluate your hand to determine how many *high card points* you hold, and thus, how many tricks you are able to bid and take. Each high card in your hand is assigned a numerical value: ace = 4, king = 3, queen = 2, jack = 1. For example:

♠ A 8 9
♥ Q 8 3
♦ K 10 6
♣ J 5 3

This hand contains ten *high card points*.

There are ten *high card points* in each suit (40 in the deck), making ten points an average hand. If everyone has a ten point hand, the game is evenly matched, but someone's bound to get more than their share, leaving someone else with a low-value hand. By evaluating your hand in this way, you can take an educated guess at how many points your partner and your opponents have.

EXAMPLE: If you're holding twelve high card points, that leaves only 28 points. Distributed among the remaining hands, that's an average of 9 points for each hand.



By watching what your partner bids, you can get an idea of how many points he is holding, and thus, how many the opposing team controls.

Test Yourself

- a. Name the point values for each high card.
- b. How many *high card points* in the hands below?

1.

♠ K 6 2

♥ 10 8 4

♦ J 7 2

♣ K 4 3

2.

♠ A Q 5 4

♥ K J 9 5

♦ J 10 4

♣ J 3 2

3.

♠ A 8 3

♥ A 9 7

♦ K Q J 5

♣ K Q 8 4

- c. How many *high card points* in the deck?

Answers

- a. Ace=4, King=3, Queen=2, Jack=1.
- b. 1=7, 2=12, 3=19.
- c. 40 – ten in each suit.

In hand 1 of the example above, you have very few high card points, which indicates that your opponents probably hold most of the high cards in the deck. Unless your partner is holding more than a few high card points, the other team will probably bid this one.

Hand 2 is slightly above average. If your partner holds a hand of similar strength, you have the advantage.

Hand 3 is obviously the best of the set, containing almost half the high card points in the deck. Your partner needs only to contribute a few points to allow you to bid and make a high contract.



If your team has...	You can bid and make...
26 points	Game in 3NT, 4 H, or 4 S
29 points	Game in 5 C, or 5 D
33 points	Small Slam
37 points	Grand Slam

Remember, when bidding, it's important to consider not only how many points you hold in your hand, but how many you and your partner hold between you. The total number of points determine the contract you are able to bid and make. Below is a table to help you remember how many high card points your team needs to bid and make the highest contracts.

The Objectives of Bidding

The outcome of every deal depends on how many tricks are won by each side in the play — if you win the number of tricks required by your contract, you win points; if you win fewer than required, you lose points.

It may appear wise always to stop bidding at low contracts in order to increase the frequency of your winning, but this is not so. It often pays to show daring and bid to high contracts, because high-scoring bonuses are awarded for bidding and making *games*, *small slams*, and *grand slams*.

The minimum game contracts are:

3 NT 4 ♠ 4 ♥ 5 ♦ 5 ♣

The small slam contracts are (any six bid):

6 NT 6 ♠ 6 ♥ 6 ♦ 6 ♣

The grand slam contracts are (any seven bid):

7 NT 7 ♠ 7 ♥ 7 ♦ 7 ♣

Should you take a chance and bid to a game or slam and risk a minus score, or should you stop bidding below game (called a *partial game*



contract) and take a small but sure profit? Deciding how high to bid and deciding the best trump suit are the primary objectives of bidding.

Test Yourself

- a. How many tricks does a bid of **3 NT** call for?
- b. What is the highest bid you can make, and how many tricks does it call for?
- c. In deciding the trump suit, you and your partner should seek a suit where the combined hands contain at least how many cards?
- d. If the last bid was **7 ♥** by your right-hand opponent, what declarations are open to you?
- e. When is the only time you can redouble?
- f. Name all of the minimum game contracts.
- g. What are the objectives of bidding?

Answers

- a. Nine tricks (six for the book plus three for the bid).
- b. **7 NT** is the highest possible bid, and it calls for all thirteen tricks (six for the book, plus seven for the bid).
- c. At least eight cards. Since each suit has thirteen cards, seven in the combined hands would give your side a slight advantage, and eight or more would make a very desirable trump suit.
- d. Pass, **7 ♠**, **7 NT**, and double. Some of these declarations may seem highly improbable, but they are possible.
- e. When the last declaration was a double by one of your opponents.
- f. **3 NT**, **4 ♠**, **4 ♥**, **5 ♦**, **5 ♣**.
- g. To decide how high to bid and to decide the trump suit or notrump.



The Play

After the bidding period has ended and the contract has been established, the two partners on the side that made the highest bid are called the *offenders*, and the others are called the *defenders*. The offender who *first* bid the trump suit or notrump, which was established as the contract, becomes the declarer, and plays both hands for his side. His partner becomes the *dummy*, and takes no part in the play; this player's hand is also called the *dummy*.

The defender on the declarer's left makes the *opening lead* by placing any one card from his hand face up in the center of the table. Then the dummy spreads his entire hand face up on the table in front of him, neatly arranged in suits with the trump suit (if any) on *his* right (the declarer's left).

The rotation of play is clockwise. The declarer, after studying the dummy and deciding his plan of play, must play from the dummy any card of the same suit as the opening lead, if possible. If there are no cards of the same suit, the declarer may discard or play a trump from the dummy (as he chooses). Then, in rotation, the defender to the declarer's right and the declarer must do the same. The four cards played to the center of the table constitute the first *trick*. The lead to each trick always comes from the hand that won the last trick, and play continues until all thirteen tricks have been played. As each trick is won, one player from the winning side gathers it in and turns it face down on the table in front of him. This player should keep all tricks he and his partner have won neatly arranged so that it is apparent at all times how many tricks his side has won.

At the conclusion of the play, the number of tricks won by each side is counted, and the deal is scored.



PROCEDURE FOLLOWING EACH DEAL

The next deal is dealt by the player to the left of the previous dealer. He takes the deck from the corner of the table on his left and passes it to the player on his right, who cuts it. While the cards are being dealt, the partner of the dealer shuffles the other deck and places it at his right, on the corner of the table, for the next deal.

The game continues in this manner (deal after deal) until one side has won the *rubber* by bidding and making two games (see *Scoring*, page xxx. The score for that rubber is decided and entered on the *back score*, and then the players change partners for the next rubber. (New partnerships are decided by drawing cards again or by a predetermined rotation.)

Test Yourself

- a. Which player becomes the declarer?
- b. Which player makes the opening lead?
- c. At what point does the dummy expose his hand?
- d. When the dummy exposes his hand, where does he place his trumps (if any)?
- e. If the declarer won the first trick in the dummy, from which hand must he lead the second trick?

Answers

- a. The offender who first bid the trump suit or notrump established as the contract.
- b. The defender to the *left* of the declarer.
- c. After the opening lead has been made.



- d. On his right. The remaining suits should be laid on the table by alternating the colors, to decrease the chance that the declarer will confuse spades with clubs, or diamonds with hearts.
- e. The dummy. He may lead from his own hand only when the last trick was won in his hand.

The Scoring

The scoring system used in any skillful game governs the tactics of the players, and bridge is no exception. You would not give two-to-one odds on the flip of a coin, because you know the chances are fifty-fifty. Yet, inexperienced players make much worse bets in bridge simply because they are unfamiliar with the scoring.

You will not become a good bridge player until you master the scoring, but you *can* play in the meantime. In fact, the best way to learn the scoring is to *keep score every time you play*. It is perfectly proper for any or all of the four players to keep score.

Read the following pages and test yourself at the end, but do not expect to digest all there is to know about scoring in one reading.

	We	They
Above the line →		
Below the line →		



This is a typical scoring sheet. The scorekeeper puts all of his side's plus scores on the left side of the vertical line and all of his team's minus scores (which are his opponent's plus scores) on the right side.

Trick Score

Any time the declarer wins enough tricks to fulfill his contract, he wins points for each trick in excess of the first six tricks, the book. These tricks (the ones in excess of the book) are called *odd tricks*, and the score received for odd tricks is called *trick score*. The trick score varies, depending on whether the contract was notrump, a major suit, or a minor suit. The formula is as follows:

Notrump	Major Suits	Minor Suits
1 NT - 40	1 ♠ or 1 ♥ - 30	1 ♦ or 1 ♣ - 20
2 NT - 70	2 ♠ or 2 ♥ - 60	2 ♦ or 2 ♣ - 40
3 NT - 100	3 ♠ or 3 ♥ - 90	3 ♦ or 3 ♣ - 60
4 NT - 130	4 ♠ or 4 ♥ - 120	4 ♦ or 4 ♣ - 80
5 NT - 160	5 ♠ or 5 ♥ - 150	5 ♦ or 5 ♣ - 100
6 NT - 190	6 ♠ or 6 ♥ - 180	6 ♦ or 6 ♣ - 120
7 NT - 220	7 ♠ or 7 ♥ - 210	7 ♦ or 7 ♣ - 140

(Note the easy pattern for remembering the trick-score values: Notrump counts as 40 for the first trick and 30 for each additional trick; spades and hearts are always 30 a trick; diamonds and clubs are always 20 a trick.)

There is a difference in scoring tricks *bid* and *made*, as opposed to tricks *not bid* but *made*. The latter are called *overtricks*. The score for tricks bid and made goes below the line (meaning below the horizontal line on the score sheet) and contributes toward the game; the score for overtricks goes above the line and does not contribute toward the game. Only tricks bid and made count toward game. *All other scoring goes above the line.*





Game and Rubber

Game is 100 points or more of trick score below the line. Note in the trick score table that bids of **3 NT**, **4 ♠**, **4 ♥**, **5 ♦**, and **5 ♣** are required to reach 100 points; They are the minimum game contracts. In order to win the rubber, your side must be the first to score *two* games.

A bonus is awarded for winning the rubber: 700 points if your opponents have not scored a game; 500 points if They scored one game.

Part Score (Or Partial)

Any score of less than 100 points below the line is called a *part score* (or *partial*) and contributes toward game in the later deals, but any game (by either side) wipes out all previous part scores. Under no circumstances can a part score be carried over from one game to the next.

1.		2.		3.	
We	They	We	They	We	They
			30		30
60		60	90	60 40	90

As an example, in deal 1 “We ” bid **2 ♥**, and made exactly two. We have a 60 part score.

In the deal 2 “They” bid **3 ♥** and made four. They have a 90 part score and are credited with 30 points above the line for one overtrick.

In the deal 3 We bid and made exactly **1 NT**. This 40 points added to our 60 gives us 100 points — enough for a game. We therefore draw a line



under all of the previous scoring to indicate that both sides must start fresh toward the next game — the part scores of both sides have been wiped out. We are now in a strong position to win the rubber, as We need only one more game while They still need two games. Let us continue and see how it ends.

4.		5.		6.	
We	They	We	They	We	They
	30		30	500	30
60 40	90	60 40	90	60 40	90
	30		30 150		30 150
				160	
				760	300

In deal 4 They bid 1 ♥ and made exactly one. They scored 30 points below the line.

In deal 5 They bid 3 ♥ and made five, which should technically be scored 90 below the line and 60 above the line. But it is customary when a game is scored to enter the total trick score as one figure since no part scores are left hanging anyway.

In deal 6 We bid 3 NT and made five for a total trick score of 160. We have won the rubber two games to one and scored a bonus of 500 points. We win the net difference between the two total scores, which is 460 points.



Bonuses for Honor Cards and Slams

Bonuses are awarded for holding certain combinations of honor cards *in one hand*. The honor cards are ace, king, queen, jack, and ten. If one player holds all five honors *in the trump suit* his side receives a bonus of 150 points (called *150 honors*). If one player holds any four of the five honors *in the trump suit*, his side receives a bonus of 100 points (called *100 honors*). If one player holds all four aces and *the contract is played in notrump*, his side receives a bonus of 150 points (called *150 aces*).

The bonuses for *bidding* and *making* small slams and grand slams depend on whether or not the side that makes the slam has previously scored a game. A partnership that has scored a game is said to be *vulnerable*, while a partnership that has not scored a game is said to be *not vulnerable*.

The slam bonuses are:

	Not Vulnerable	Vulnerable
Small Slam (any six bid)	500	750
Grand Slam (any seven bid)	1000	1500

The following illustrations show how honors and slams are entered on the score sheet:



7.

8.

9.

We	They	We	They	We	They
60 100		60 100	500 100	500 750 150 60 100	500 100
120		120		120	
			180		180
				190	
				1870 -780 1090	780

In deal 7 We bid **4 ♥** and made six with 100 honors. (It would have been acceptable to combine the trick scores and put one figure of 180 below the line, or even to add in the 100 points for honors and enter a figure of 280. You may do this only when a *game* is scored, however.)

In deal 8 They bid and made **6 ♥** with 100 honors. Note that They got the slam bonus of 500 points because They *bid* **6 ♥**, while We missed out on the bonus on deal 7 for stopping in **4 ♥**.

In deal 9 We bid and made **6 NT** with 150 aces. We get 190 points for tricks, 150 for aces, 750 for a vulnerable slam, and 500 for winning the rubber. We win the rubber by 1090 points.



Undertricks

Whenever the declarer fails to win the number of tricks required by his contract, his side loses points for each *undertrick*. When not vulnerable, the penalty for each undertrick is 50 points; when vulnerable, the penalty for each is 100 points.

10.		11.		12.	
We	They	We	They	We	They
	100		100		200 100
		120		120	

In deal **10** We went down two tricks for minus 100 points (not vulnerable).

In deal **11** We bid and made **4 ♠**.

In deal **12** We went down two tricks for minus **200** (vulnerable).

Doubled and Redoubled Contracts

A doubled contract is scored as follows:

- A bonus of 50 points is awarded for making any doubled contract. (Another 50-point bonus is awarded for making any redoubled contract.)
- The trick score normally scored below the line (that is, the score for tricks bid and made) is exactly doubled. (When the contract is redoubled, the score is multiplied by four.)



- c. Bonuses are awarded for overtricks depending on the vulnerability: Not vulnerable, each overtrick is worth 200 points. (When the contract is redoubled, each non-vulnerable overtrick is worth 200, and each vulnerable overtrick is worth 400.)
- d. The penalty for undertricks also depends on the vulnerability: when not vulnerable, the first undertrick costs 100 points, and each additional undertrick costs 200 points (down one — 100, down two — 300, down three — 500, etc.); when vulnerable, the first undertrick costs 200 points, and each additional undertrick costs 300 points (down one — 200, down two — 500, down three — 800, etc.). (Each redoubled undertrick costs exactly twice the amount of each doubled undertrick.)
- e. The bonuses for honors, slams, and rubbers are not affected by doubles and redoubles.

13.		14.		15.	
We	They	We	They	We	They
					700
					200
					50
50		50	50	50	50
80		80	120	80	120
					240
				130	1360
					130
					1230

In deal 13 We played 1 NT doubled and made one. In deal 14 We doubled them in a contract of 2 ♠, and They made exactly two. Note that They scored a game *because of our double!* Always be cautious about doubling a part score which, if made, will give your opponents a game they would not otherwise have scored.





In deal 15 They played 4 ♥ doubled and made five (one overtrick). The score shows 240 below the line for trick score, 50 for making a doubled contract, 200 for the vulnerable overtrick, and 700 bonus for winning the rubber. They win the rubber by 1230 points.

16.		17.		18.	
We	They	We	They	We	They
		500		500	1000
	500	50	500	50	500
		480		480	

In deal 16 We were doubled in some contract and went down three tricks — for example, We played 4 ♠ doubled, and won only seven tricks.

In deal 17 We played 6 ♣ redoubled and made six. Six clubs would give us 120 points; redoubled, our trick score is 480. We also got 50 for making a redoubled contract and 500 for bidding and making a small slam, not vulnerable.

In deal 18 We played a redoubled contract and went down two tricks. Since We were vulnerable, our loss was 1000 points.

Test Yourself

- Define *odd trick*.
- What portion of the scoring is done below the line?
- Define *part score*.
- Define *overtrick*.
- Define *undertrick*.
- Define *vulnerable* and explain how it affects the scoring.



- g. How do you score the results of each contract in the following rubber? (Use a separate sheet of paper to draw a scoring chart.)

Deal 1 We played **2 ♠** and won nine tricks.

Deal 2 We played **2 ♣** and won eight tricks.

Deal 3 They played **6 NT** and won twelve tricks.

Deal 4 We played **3 NT** and won seven tricks.

Deal 5 We played **3 ♥** doubled and won ten tricks.

Answers

- A trick won by the declarer in excess of six (his book). For example, nine tricks won in the play would be three odd tricks.
- The trick score for tricks *bid* and *made*. All other scoring is done above the line.
- A contract of less than a game, or the points earned for such a contract.
- Each odd trick won by the declarer in excess of his contract.
- Each trick by which the declarer falls short of the number required by his contract.
- Having scored one game. The scoring for slam bonuses, undertricks, and doubled or redoubled overtricks and undertricks is higher after a side has scored one game.

g.

We		They	
5	500		
5	200		
5	50	200	4
1	30	500	3
1	60		
2	40		
		190	3
5	180		
	1060		890
	-890		
	170		





Deal 1: We scored 60 below the line for 2 ♠ bid and made and 30 above the line for one overtrick. We have a 60 part score.

Deal 2: We scored 40 below the line for 2 ♣ bid and made. Together with the 60 part score, We have reached the 100 points below the line required for game; We draw a line under the 40 to indicate that a game has been made.

Deal 3: They scored 190 below the line for bidding and making 6 NT. They also scored 500 for the non-vulnerable slam bonus.

Deal 4: Our 3 NT bid required nine tricks, and We made only seven. Our minus score for two undertricks is 200 points — 100 for each undertrick when vulnerable.

Deal 5: We scored 180 below the line for making our doubled contract of 3 ♥ and got credit for a game. Above the line We scored 50 for making a doubled contract, 200 for one vulnerable overtrick, and 500 for winning the rubber two games to one. Our total score on this deal is 930 points; if We had not been doubled, it would have been only 120 points. By doubling us “into game” our opponents lost an additional 810 points. We won the rubber, 1060 to 890, for a profit of 170 points.

How Tricks Are Won

The declarer’s task is to win tricks — enough to fulfill his contract. After the opening lead, the dummy is exposed, and at this time the declarer must study the combined assets of the two hands. He does so by analyzing each suit separately to decide how many winning tricks each has to offer. Some of these “winners” are *top tricks* (such as aces), and these pose no problem to the declarer. Others, however, are *potential* trick winners that require some good work by the declarer before they will produce.



The following illustrations show you how to handle different card combinations to win the maximum number of tricks.

Top Tricks

	1	2	3	4
Dummy	A 8	A 8 5	A 8 5	A J 8 5
Declarer	K Q	K Q 2	K Q	K Q 2

In **1**, only two tricks are available, while in **2**, three tricks are available. So ace-king-queen will not produce three tricks unless at least one hand holds three cards in the suit.

In **3** three tricks can be won, but not as readily as in **2**. After leading the king and queen (winning two tricks), you must then get the lead in the dummy (by leading some other suit in which the dummy holds a high card) before you can win your ace.

In **4** four tricks are available. The proper procedure for taking your tricks is to win the king and queen first and then lead your deuce to the dummy's jack (or ace) so that you have the lead in the dummy to win the remaining high card. If you play the ace before the king and queen, you will have the lead in your own hand after winning the third trick, and this "blocks" the suit.

Promoting Winning Tricks

	5	6
Dummy	Q J 2	10 9 4
Declarer	K 4 3	Q J 6 5



In **5** no tricks are available immediately, but two tricks can be developed by leading one of the honor cards and forcing out the ace. When the declarer regains the lead, he will be able to win his two tricks.

In **6** there is a potential of winning two tricks, but the declarer must first drive out both the ace and king. It will be necessary to concede and regain the lead twice before the two tricks can be won.

Finessing

	7	8
Dummy	K 7	A Q
Declarer	8 6	8 4

In **7** there is an even chance of winning one trick with the dummy's king by *finessing*. The declarer must lead low *from his hand* and see what the left-hand opponent does: if opponent plays a low card, the declarer plays the dummy's king; if opponent plays the ace, the declarer plays low from the dummy. In either case the dummy's king will produce a trick — if the declarer's *left*-hand opponent holds the ace. If the right-hand opponent has the ace, he will capture the king when it is played. Note that the king could never win a trick if the declarer led the suit from the dummy.

In **8** the declarer is concerned with winning two tricks by finessing. If the declarer leads a low card from his hand, the dummy's queen will win a trick whenever left-hand opponent has the king.

A finesse is an attempt to win a trick with a card that is not high — as the king in **7**, and the queen in **8**. The finesse will win whenever the opponent who has already played to the trick (second hand) has the missing higher card, and will lose whenever the opponent who has not played to the trick (fourth hand) has the higher card.



Winning Tricks with Low Cards

	9	10	11
Dummy	4 3 2	K 5 4	K 5 4
Declarer	A K Q 5	A Q 6 3 2	A 7 6 3 2

In **9** the five-spot will win a trick if the missing six cards are divided into three-three, but not if either defender has four or more cards in the suit.

In **10** five tricks are available if neither defender has more than three cards in the suit. If the missing five cards are divided four-one, four tricks can be won by conceding one trick along the way. If one defender has all five missing cards, only the three top tricks can be won.

In **11** there is a potential of four tricks. The declarer must concede one trick along the way and hope for a three-two division of the five missing cards.

Winning Tricks with Trumps

	12	13
Dummy	6 4 3	7
Declarer	7	A 8 4

In **12** the defenders could run the entire suit (win all the tricks) if the offenders were playing a notrump contract or had no more trumps. But with good bidding, the offenders would surely reach a trump contract, and then the declarer could trump the second lead of this suit in his hand.



In 13 if the offenders reach a trump contract in a suit other than the one shown, the declarer can win two extra tricks by trumping the two low cards from his hand in the dummy (provided the dummy has adequate trumps).

More on Learning Bridge

We hope this section has helped you get started playing Contract bridge. For more detailed information on bidding and playing this and other bridge variations, pick up one of the books listed below. Meanwhile, we hope you enjoy playing *Grand Slam Bridge II*.

The Bridge Book: by Frank Stewart & Randall Baron. Devyn Press, Inc.

Volume 1 - For Beginning Players

Volume 2 - For Intermediate Players

Volume 3 - For Advanced Players

Volume 4 - Defensive Play



SECTION 3: TROUBLE SHOOTING

Problems with the Game?

If you are having a problem installing or playing the game, we want to help.

First, please make sure you have read the installation and start-up section of your manual thoroughly, and make sure you have at least 535K of free RAM and 2.5 megabytes free on your hard disk. If you have followed the directions in the documentation, and are still having trouble installing or operating the software, here are some hints that might help solve the problem. Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

TSRs, Device Drivers, and DOS Shells

TSR stands for Terminate Stay Resident. A TSR is a program, like SideKick®, that automatically executes itself when you start up your computer from a hard drive. They are generally installed in your *autoexec.bat* file. Device Drivers and DOS shells also are loaded automatically. They are usually installed in your *config.sys* file.

These TSRs or Device drivers sometimes interfere with games, or take up valuable memory the game may need, and it is generally recommended that you not run any such programs, device drivers, or shells when attempting to install or play a game.



DOS Boot Disk

If you are having trouble installing, experiencing unusual lockups, or other problems that do not appear normal, we suggest you try starting up your system with a DOS Boot disk. Here are the steps for creating a DOS boot disk. Please follow these steps exactly.

1. To create a DOS disk you will need a blank disk the same size as your A: drive.
2. Type **C:** and press [ENTER].
3. Place the blank disk into drive A:
4. Type **FORMAT A:** /s and press [ENTER]. Note: If you are formatting low density disks on a high density drive, use the following commands:

5.25 inch low density disk: **format a: /s /n:9 /t:40**

3.5 inch low density disk: **format a: /s /n:9 /t:80**

You will be prompted to insert a blank disk into drive A. Do so if you haven't. Press [ENTER] when you are ready.

5. Once the disk is finished formatting you will be asked whether you want to format another or not. Answer **N** and press [ENTER].
6. You now have a DOS boot disk. You can start your computer from this disk by inserting it into the A: drive and restarting your machine. Your computer will boot up to the A: prompt. This boot disk bypasses the *autoexec.bat* and *config.sys* on your hard drive and starts up your computer in as clean a DOS environment as possible. Try re-installing the software if you were having trouble doing so, or try starting the software from the drive and directory you installed to. If the software you are trying to run requires a sound driver or mouse driver, don't forget to execute those before starting your game.



Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem, etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK.

Phone (753) 546465.

In Australia, contact: Electronic Arts Pty. Limited, P.O. Box 539, Ashmore City, Queensland 4214, Australia.

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